FATAL FURY

BATTLE ARCHIVES VOLUME 2

TM

TEEN
T
CONTENT RATED BY ESRB

SNK
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⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation 2 system.
  Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

FATAL FURY BATTLE ARCHIVES VOLUME 2

Here's one big smack-down of gratitude for your purchase of "FATAL FURY BATTLE ARCHIVES VOLUME 2. Please read through this user's manual carefully before beginning game play to enjoy every aspect of the game.

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Please note this manual and its contents were created during the course of product development and some items may vary slightly from the final product

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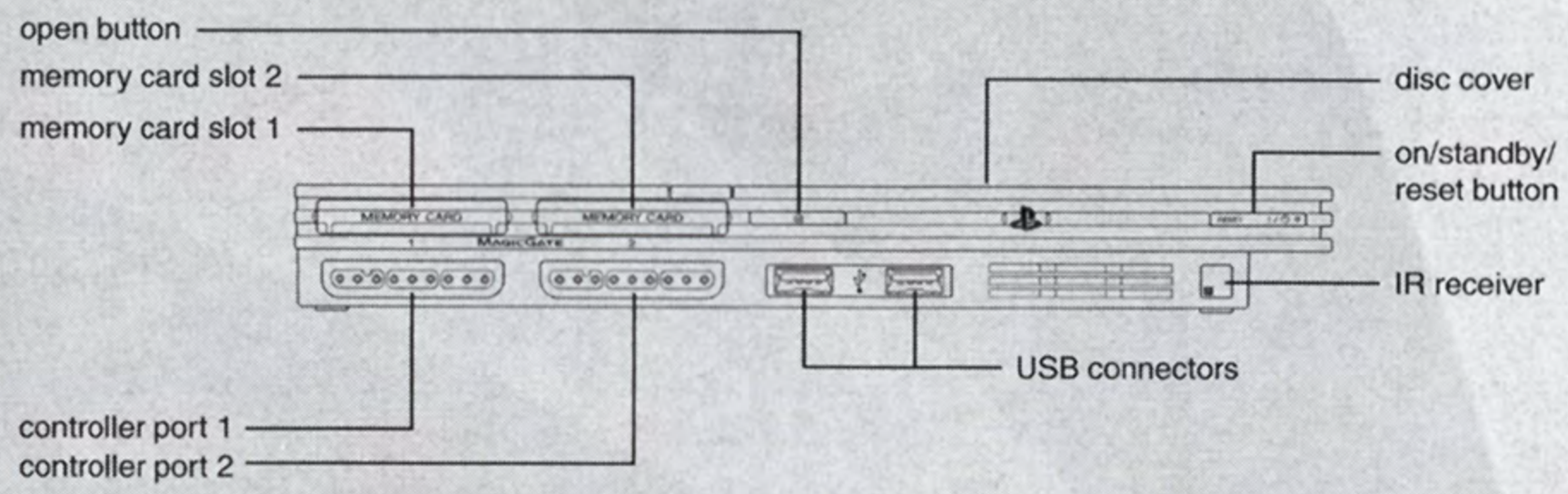
GETTING STARTED



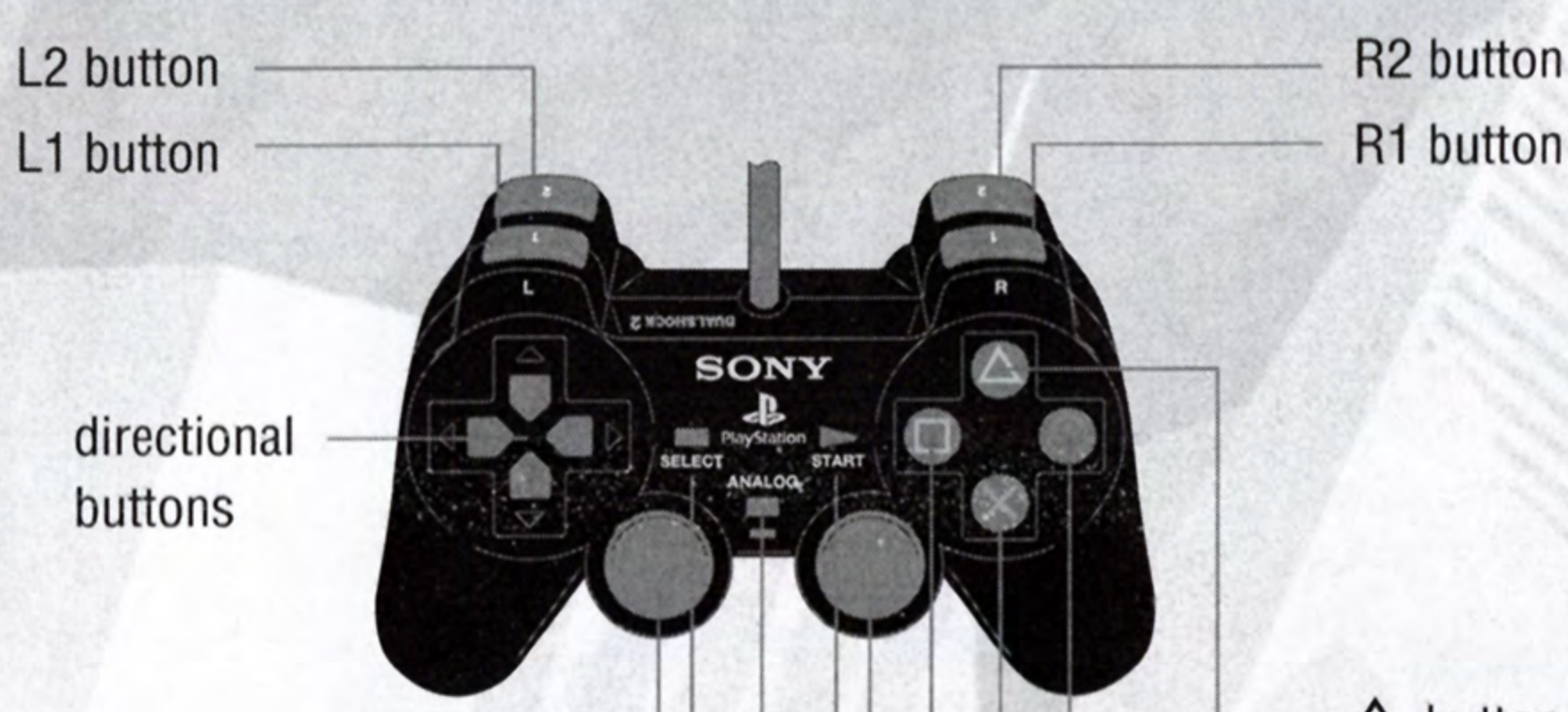
Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert FATAL FURY BATTLE ARCHIVES VOLUME 2 disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



GAME OVERVIEW

This collection contains the three Fatal Fury series' titles "Real Bout", "Real Bout Special," and "Real Bout 2: The Newcomers", enabling you to play any title you desire.

WHAT IS REAL BOUT FATAL FURY?

"Real Bout" is the name for the final trilogy of titles in the Fatal Fury series. Intense focus has been placed on the actual fighting mechanics within each game, earning them the ardent support of fighting game fans around the world for their refined game systems, superb balance, and knuckle-whitening, fast-paced action.

BASIC COMMANDS

The following symbols are used to describe commands. All commands are described in their initial settings and for characters moving from the left to right of the screen.

→	Press the → directional button
←	Press the ← directional button
↑	Press the ↑ directional button
↓	Press the ↓ directional button
↗	Press the ↑ and → directional buttons simultaneously
↘	Press the ↓ and ← directional buttons simultaneously
↖	Press the ↑ and ← directional buttons simultaneously
↙	Press the ↓ and ← directional buttons simultaneously

×	× button
○	○ button
□	□ button
△	△ button
L1	L1 button
L2	L2 button
R1	R1 button
R2	R2 button
+	Indicates that the buttons to the left and right of the [+] symbol should be pressed at the same time

SELECT BUTTON - Displays the Pause Menu
START BUTTON - Begins the game
ANALOG MODE SWITCH - Not used
LED DISPLAY - Always glows red
LEFT ANALOG STICK – Moves the character
RIGHT ANALOG STICK - Not used

Please Note
- The L2 Button is not used for "Real Bout Fatal Fury."
- Pushing the START button, SELECT button, L1, L2, R1 & R2 Buttons simultaneously during game play resets the game.
- The Analog Mode Switch cannot be switched on and off in this game. It remains in Analog Mode (with the light glowing red).
- All controller commands can be customized under Controller Setup in Game Options or by selecting Controls under the Pause Menu during a battle.

BEGINNING GAME PLAY

Push the START Button when the Title Screen appears to call up the Main Menu screen allowing you to select one of the 3 Real Bout Fatal Fury games, Practice mode or Game Option items.

SEQUENCE FOR BEGINNING MATCHES

GAME SELECT – From the Main Menu select the Real Bout Fatal Fury game you would like to play.

TITLE SCREEN - Push the START Button to begin the game or select Option to adjust various game settings listed below. When finished, select Exit to be taken back to the Title Screen to start the game.

LEVEL – Change the difficulty settings from 1 to 8 (8 being the hardest)

GAME TIME - Alter the round time: 45, 60, 90, or no time limit.

LINE SELECT - Turn this ON/OFF whether you want to play a two-player match using the Line 1 Stage or the Line 2 Stage in two-player battles. (RBFF2 only)

COM WIN POINT - Lets you change matches to 2- or 3-round matches for single-player games. (RBFF2 only)

VS WIN POINT - Lets you change matches to 2- or 3-round matches for two-player battles. (RBFF2 only)

LANGUAGE - This lets you change the language of screen messages to Japanese or English.

CHARACTER SELECT - Select your character and the computer controlled character for single player games and the game begins.

PRACTICE MODE

Go here to practice the moves of your favorite character. Push the SELECT Button in Practice Mode to call up the Pause Menu to adjust various settings.

CONTINUE - Resumes practice.

SKILL LIST - Shows the special move commands for the player who paused the game. Push the ⬆⬇ to scroll through the commands and push the ○ button to return to the Pause Menu.

CONTROLS - Shows the current controller settings. See page 6 to change settings

PRACTICE MENU- Allows you to change various types of practice settings.

COM ACTION 1 - Lets you set the actions (NEUTRAL/JUMP/CROUCH) of your computer sparring partner.

COM ACTION 2 - Lets you determine the defense mode (NO GUARD/STRONG ATTACKS/GUARD/1HIT GUARD) for your computer sparring partner.

1P HEALTH - Lets you set the condition (MAX for normal moves/RED to be able to use as many Super Special Moves as you want) of the Player 1 Life Energy Gauge.

2P HEALTH - Lets you set the condition (MAX for normal moves/RED to be able to use as many Super Special Moves as you want) of the Player 2 Life Energy Gauge.

POWER GAUGE - Lets you set the condition (NORMAL for normal game play/MAX for a constantly full gauge) of your Power Gauge.

OUT OF BOUNDS (excluding RB2:THE NEWCOMERS) - Lets you turn the destruction of walls ON (to destroy walls) or OFF (to slam into walls).

RESTART - Lets you change stages or characters.

STAGE SELECT - Use the ⬅ ➡ to change stages and push the ✕ button to confirm.

CHARACTER CHANGE - Returns you to the Character Select screen.

GAME END - Choose this to end your practice regimen and return to the Title Select screen.

GAME OPTIONS

There are 5 Game Option items that you can select on the Main Menu screen, allowing you to change various game settings.

SAVE & LOAD

You can save and load game data using a "PlayStation 2" Memory Card (8MB). Select items with the ⬅ ➡ directional buttons and press the ✕ Button to confirm.

LOAD - Loads game data saved onto a "PlayStation 2" Memory Card (8MB).
SAVE - Selecting this saves data onto a "PlayStation 2" Memory Card (8MB).
AUTO SAVE - Turn this on to save game data automatically. Use the ⬆ or ⬇ directional button to adjust the settings.
EXIT - Returns you to the Main Menu screen.

Save & Load Screen

**Insert a "PlayStation 2" Memory Card (8MB) into the MEMORY CARD SLOT 1 before turning on the PlayStation 2 console (MEMORY CARD SLOT 2 cannot be used).*
**When saving game data, 30KB or more of open memory is required on the "PlayStation 2" Memory Card (8MB).*

CONTROLLER SETUP

In each game title you can change the settings for buttons on the Player 1 and Player 2 controllers. Move the cursor to "TITLE" and use the ⬆ and ⬇ directional buttons to call up that title's Controls menu. Select the commands you want to change with the ⬅ ➡ directional buttons and push the button you want to use for the function (pushing the SELECT Button returns everything to their initial settings). Select "EXIT" when you finish changing the settings to return to the Main Menu screen.

DISPLAY SETUP

This lets you change various settings related to the screen display. Select items with the ⬅ ➡ directional buttons and change settings using the ⬆ and ⬇ directional buttons.

SCREEN - Lets you change the width of the picture display area to "TYPE A" or "TYPE B."
POSITION X - Lets you move the picture display area right or left. Changing numbers to positive values moves the picture to the right, and negative values moves it to the left.
POSITION Y - This allows you to move the picture display area up or down. Changing numbers to positive values moves the picture down, and minus values move it up.
FOCUS - Lets you set the game display image to either normal or soft.
EXIT - Returns you to the Main Menu screen.

AUDIO SETUP

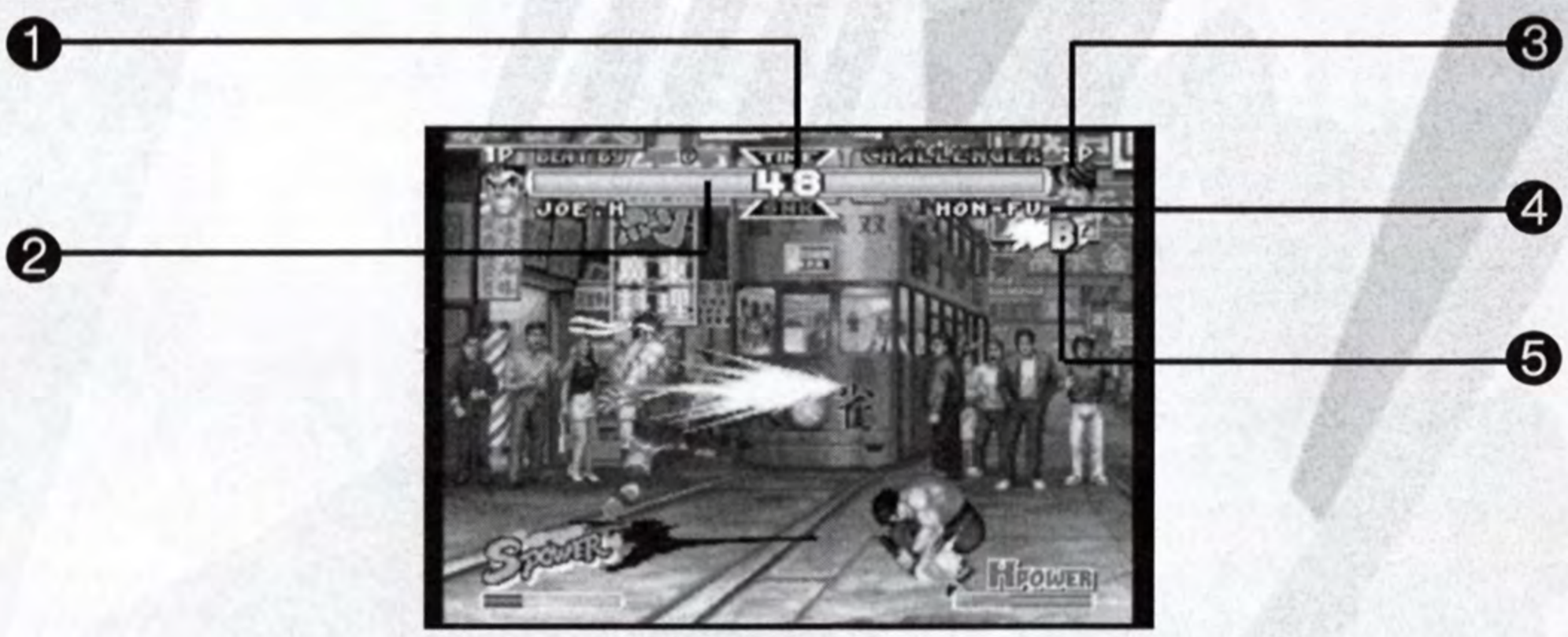
This allows you to change audio output modes, adjust various soundtrack selections and volume levels, and play selections.

OUTPUT – Adjust the audio output to stereo or mono.
BGM - Set the soundtrack version to either normal or arranged.
BGM LEVEL – Adjust the volume to one of 10 levels.
BGM CHECK – Listen to individual song tracks. Change the selection number by using the directional buttons and push the ✕ Button to play the selection.
EXIT - Returns you to the Main Menu screen.

CHARACTER SETUP

Edit the look of your favorite character by customizing the color pallete. (See page 17. for complete details)

THE GAME SCREEN



❶ **TIME LIMIT:** Displays the round's time limit and a winner is judged when it runs out.

❷ **LIFE GAUGE:** Shows remaining life energy for characters. When it runs out, you lose.

❸ **CHARACTER PANEL:** Shows the faces of characters in battle.

❹ **CHARACTER NAME:** Shows the names of characters in battle.

❺ **VICTORY MARK:** Appears when you win a round. When two appear, you go on to the next round.

Please note: The game screen call-outs may vary slightly between each game.

BASIC RULES

- Matches consist of 3 rounds. The first to win 2 rounds moves on to the next match.
- If a winner is not determined in the final round (the third round), an extra round begins and the winner proceeds to the next match.
- The first one to run out of life energy loses the round.
- If characters are knocked out of the ring during battle, they lose. (RBFF)
- A double knockout ends the round in a tied round (draw).
- If time runs out, the character with the most life energy remaining wins. If both characters have the same amount of life energy remaining, the round ends in a tie.

TWO-PLAYER AND BURST-IN PLAY

To battle a friend in a 2-player game, Player 2 must press the START Button of the unused controller when the title screen appears or "burst in" at any time during a one player game.

CONTINUE

The Continue Countdown appears when you lose a match. Push the START Button before the countdown runs out for a rematch. The game resumes against the opponent you lost to.

POWER GAUGE MAX - Resumes the game with the Power Gauge at the "S POWER."
LIFE ENERGY ¼ - Resumes game play with your opponent's life gauge at 1/4 of its full power.
EXTRA MATCH - You resume the game with 1 round in your pocket.
NORMAL GAME, NO SERVICE - Resume the game without receiving any beneficial bonuses.

"REAL BOUT FATAL FURY"

The battle for the Secret Scrolls of Jin are over, and all three of these are now in Geese Howard's possession. In spite of his triumph, Geese orders Billy to dispose of them. Billy is dumbfounded. Geese orders this knowing full well what would happen should the Brothers Jin get them. Billy, sensing the full force of the fully reborn Geese's terrifying spite, remains petrified. And suddenly Geese gets inquisitive: "So, Billy. What's new with my town?" Billy tells him of the turf wars that broke out after the rumors of his premature demise, Geese commands his right-hand man to make arrangements for the next King of Fighters. Yes, once again Geese plans to sponsor that tournament and let the world know, once and for all, that the true ruler of Southtown has been, is, and always will be no one but he. After a lengthy darkness, the lights blaze once more in Geese Tower. The town below shivers in terror, as if looking up at a wolf, fangs exposed and thirsting for blood.

Commands

MOVE	→ (forward) or ← (backward)
DASH	Tap → → quickly
FLYING RETREAT	Tap ← ← quickly
JUMP	↖ or ↑ or ↗
SMALL JUMP	Tap ↖ or ↑ or ↗
CROUCH	↙ or ↓ or ↘ ; (press ↘ to walk while crouching)
GUARD	Against an attack, ← (upper guard) or ↙ (low guard) (guarding during jumps is also possible}

PUNCH	✕
KICK	□
STRONG ATTACK	△
BACKGROUND OVERSWAY	○
FOREGROUND OVERSWAY	⬇ + ○
BODY SLAM	Near opponent ➡ + □
EVASION ATTACK	➡ + □ while guarding
ANTI-OVERSWAY ATTACK	When opponent uses an Oversway move, ○ or ○ + ⬇
PURSUIT ATTACK	When opponent is down, ⬇ + △ (or ⬆ ⬇+ △ for Bob Wilson and Blue Mary only)
RISING ATTACK	When getting up, △ repeatedly (or ⬆ ⬇ + △ for Blue Mary only)
LINE-CHANGE ESCAPE RISE	When getting up, ○ repeatedly to move to another plane and get up
AERIAL TURNAROUND	○ during a jump
PROVOCATION	△ at a distance from opponent
COMBINATION ATTACKS	Enter commands at the right time following a determined order of normal attacks (punches and kicks).
SPECIAL MOVE	Enter specific commands
GUARD CANCEL	Enter specific commands from the guard position when the Power Gauge reaches MAX or turns yellow
SUPER SPECIAL MOVE	Enter specific commands when the Power Gauge reaches MAX or turns red.
HIDDEN ABILITY	Enter a specific command when the Life Gauge flashes red and the Power Gauge reaches MAX.

**Some commands cannot be used for all characters.*

SYSTEM DESCRIPTIONS

Background & Foreground Oversway Moves

There are three game planes referred to as the main plane, background plane, and foreground plane. Battles normally take place on the main plane, but by pushing the ○ Button you can make an Oversway Move to escape to the background plane. In addition, you can push ○ Button while pushing the ⬇ directional button to make a Foreground Oversway move when you want to escape to the foreground plane.

Anti-Oversway Attack
When your opponent makes an Oversway move to the foreground or background, you can spring at your opponent with a well-timed push of the O Button and attack. These attacks can also be made from a crouching position.

Line-Change Escape Rise
Pushing the O Button while getting up from a knockdown lets you get to your feet after rolling to a different plane.

Aerial Turnaround
You can twist around in midair during a jump by pushing the O Button before making an attack.

Combination Attacks
Combination moves let you cancel a normal punch or kick attack to shift to another, and cancels can also be used with Special Moves (some Combination Attacks, however, can't be canceled). To use these, its necessary to follow the designated order of commands, pushing the punch or kick buttons (some require you to do this while pushing down on directional buttons as well), and in certain instances you'll need to use a Special Move command, too.

Power Gauge
The Power Gauge in the bottom left corner of the screen increases as you use Special Moves (even if they are deflected), when you hit opponents with a normal attack, or as you guard against attacks. This gauge changes among three levels based on its amount of energy and your remaining life energy to enable you to use Guard Cancel, Super Special Moves, and Hidden Abilities by expending gauge energy. The condition of the Power Gauge continues into the subsequent round.

YELLOW GAUGE - When the gauge becomes halfway full, the gauge's color changes to yellow and you're able to use Guard Cancels.

S. POWER - When the Power Gauge hits MAX, the "S. POWER" message appears above the gauge. Gauge energy subsequently drops as time elapses, and you're able to use Guard Cancels and Super Special Moves before it runs out.

P. POWER - When the Power Gauge hits MAX and the Life Gauge flashes red, the "P POWER" message will appear above the gauge. The gauge energy subsequently drops as time elapses, and you're able to use Guard Cancels and Hidden Ability moves before it runs out.

Guard Cancels
These moves can be used when the Power Gauge turns yellow or the Power Gauge hits MAX. Entering a specific Special Move command the instant you guard against an opponent's attack releases your character from the fixed guard position to use a move.

Super Special Moves
These powerful moves surpass Special Moves and can be used when the Life Gauge flashes red. You can also use these when the Power Gauge hits MAX and the "S. POWER" message appears, but after you use these moves all energy in the Power Gauge is expended. You can use Super Special Moves over and over without exhausting Power Gauge energy only when the Life Gauge flashes red.

Hidden Abilities
These moves exceed Super Special Moves in power and if you enter specific commands when the "P. POWER" message appears over the power gauge (when the Power Gauge hits MAX and the Life Gauge flashes red), you exhaust all gauge energy to use these moves.

"REAL BOUT FATAL FURY SPECIAL"

Even after surviving countless battles, the white-hot passion of our fighters can never seem to be quenched. It's been quite a while since the sublime "Real Bout" took place, and our wolves, craving the further thrill of combat, prepare to unleash all of their primal instincts for battle. And "Real Bout SPECIAL" is the just the venue for them to do it....

Commands

MOVE	➡ (forward) or ⬅ (backward)
DASH	Tap ➡ ➡ quickly
FLYING RETREAT	Tap ⬅ ⬅ quickly
JUMP	↖ or ⬆ or ↗
SMALL JUMP	Tap ↖ or ⬆ or ↗
CROUCH	↙ or ⬇ or ↘ ; (press ↘ to walk while crouching)
GUARD	Against an attack, ⬅ (upper guard) or ↙ (low guard) (guarding during jumps is also possible}
PUNCH	When opponent is on the same plane, ✕
KICK	When opponent is on the same plane, △
STRONG ATTACK	When opponent is on the same plane, □
LINE-MOVE	When opponent is on the same plane, ○
LINE-MOVE PUNCH	When opponent is on a different plane, ✕
LINE-MOVE KICK	When opponent is on a different plane, □
ANTI-LINE ATTACK	When opponent is on a different plane, △

LINE RETURN	When opponent is on a different plane, ○
BODY SLAM	Near opponent ➡ + □
EVASION ATTACK	While guarding, ➡ + □
AERIAL TURNAROUND	○ during a jump
KNOCKDOWN EVASION	⬅ ↙ ⬇ + ○ when down and Power Gauge at H. Power or higher
KNOCKOUT EVASION	While alternately pushing ⬅ & ➡ tap □, ×, △ or ○ repeatedly
PROVOCATION	□ at a distance from your opponent on the same plane
COMBINATION ATTACK	Enter well-timed commands following a determined order of normal attacks (punches and kicks)
SPECIAL MOVE	Enter a specific command
BREAK SHOT	Enter a specific command while guarding when the Power Gauge is at H. POWER or greater.
SUPER SPECIAL MOVE	Enter a specific command when the Power Gauge is at S. POWER or higher and the Life Gauge flashes red.
HIDDEN ABILITY	Enter a specific command with the Power Gauge at P. POWER

**Some commands cannot be used for all characters.*

SYSTEM DESCRIPTIONS

2-Line Battles
There are two planes in the foreground and background, and characters can battle while freely moving between these planes. For that reason, using an attack while on the same line as your opponent and when you are on a different line will change the nature of a normal attacks even if you use the same one. When your opponent is on a different plane, pushing the □ Button produces a Line-Move Punch, pushing the × Button produces a Line-Move Kick, and pushing the △ Button results in an "Anti-Line Attack" (an attack toward a different plane). Anti-Line Attacks can also be made from a crouching position.

Line-Shift Attack
You can knock your opponent who is on the same plane to another one with a combo move. Then you can wage an extra attack. Only specific characters can use this move.

Aerial Turnaround
You can twist around in midair during a jump by pushing the O Button before making an attack.

Combination Attacks

Combination moves let you cancel a normal punch or kick attack to shift to another, and cancels can also be used with Special Moves (some Combination Attacks, however, can't be canceled). To use these, it's necessary to follow the designated order of commands, pushing the punch or kick buttons (some require you to do this while pushing down on direction keys as well), and in certain instances you'll need to use a Special Move command, too.

Power Gauge

The Power Gauge in the bottom left corner of the screen increases as you use Special Moves (even if they are deflected), when you hit opponents with a normal attack, or as you guard against attacks. This gauge changes among three levels based on its amount of energy and your remaining life energy to enable you to use Guard Cancel, Super Special Moves, and Hidden Abilities by expending gauge energy. The condition of the Power Gauge continues into the subsequent round.

H. POWER - When the gauge becomes halfway full, the gauge's color turns yellow and the "H. POWER" message appears over the gauge. Hereafter you are able to use the Knockdown Evasion and Break Shot moves.

S. POWER - When the Power Gauge hits MAX, the "S. POWER" message appears above the gauge. Gauge energy subsequently drops as time elapses, and you're able to use Guard Cancels and Super Special Moves before it runs out.

P. POWER - When the Power Gauge hits MAX and the Life Gauge flashes red, the "P. POWER" message will appear above the gauge. The gauge energy subsequently drops as time elapses, and you're able to use Guard Cancels and Hidden Ability moves before it runs out.

Knockdown Evasion

You can use this move when the Power Gauge reaches or exceeds the "H. Power" level. Entering a specific command the instant you're knocked down, lets you quickly escape to another plane. These cannot be used against Body Tosses, Break Shot moves, Super Special Moves, or Hidden Abilities.

Break Shot

This "Guard Cancel" move can be used when the Power Gauge reaches or exceeds the "H. POWER" level. Entering a specific Special Move command just as you guard against an opponent's attack releases your character from the fixed guard position to use a move.

Super Special Moves

These powerful moves surpass Special Moves and can be used when the Life Gauge flashes red. You can also use these when the Power Gauge hits MAX and the "S. POWER" message appears, but after you use these moves all energy in the Power Gauge is expended. You can use Super Special Moves over and over without exhausting Power Gauge energy only when the Life Gauge flashes red.

Hidden Abilities

These moves exceed Super Special Moves in power and if you enter specific commands when the "P. POWER" message appears over the power gauge (when the Power Gauge hits MAX and the Life Gauge flashes red), you exhaust all gauge energy to use these moves.

Corner Battles

You can knock out opponents by throwing them up against the objects at either side of a stage's screen. Conversely, if you get knocked out, press either the □, △, ✕ or ○ repeatedly while pushing the ← and → directional buttons alternately to try and recover.

"REAL BOUT FATAL FURY 2: THE NEWCOMERS"

They desire just one thing: ultimate power. There is no end to our fighters' battles. With the addition of some new contestants, the rite of the wolves begins once again! Li Xiang Fei—the carefree, plucky young martial artiste—and with the uproariously brutish Rick Strowd— just how tough will these two newbies prove to be? And what new tricks do our regulars like Terry and Andy have up their sleeves? In the end, who will be the last one standing to earn the title of "the mightiest fighter?"

Commands

MOVE	→ (forward) or ← (backward)
DASH	Tap → → quickly
FLYING RETREAT	Tap ← ← quickly
JUMP	↖ or ↑ or ↗
SMALL JUMP	Tap ↖ or ↑ or ↗
CROUCH	↙ or ↓ or ↘ ; (press ↘ to walk while crouching)
GUARD	Against an attack, ← (upper guard) or ↙ (low guard) (guarding during jumps is also possible}
PUNCH	✕
KICK	△
STRONG ATTACK	□
LINE-MOVE	○
BODY SLAM	Near opponent → + □
UPPER MAIN LINE ATTACK	When on he Sway Line and opponent is on the Main Line, ✕

LOWER MAIN LINE ATTACK	When on the Sway Line and opponent is on the Main Line, △
STRONG MAIN LINE ATTACK	When on the Sway Line and opponent is on the Main Line, □
UPPER SWAY LINE ATTACK	When on the Main Line and opponent is on the Sway Line, ○
LOWER SWAY LINE ATTACK	When on the Main Line and opponent is on the Sway Line, ⬇+ ○
GRAND SWAY (KNOCKDOWN EVASION)	Before being knocked down, ⬆+ ○
TECHNICAL RISE (KNOCKDOWN EVASION)	Before being knocked down, hit any direction key but ⬆+ ○
EVASION ATTACK	□ + ✕ or R1
PUNCH	✕
KICK	△
STRONG ATTACK	□
PROVOCATION	At a distance from your opponent △ + ○ or L2
COMBINATION ATTACK	Enter well-timed commands following a determined order of normal attacks (punches and kicks)
SPECIAL MOVE	Enter a specific command
BREAK SHOT	Enter a specific command while guarding when the Power Gauge is at H. POWER or greater
SUPER SPECIAL MOVE	Enter a specific command when the Power Gauge is at S. POWER or higher and the Life Gauge flashes red
HIDDEN ABILITY	Enter a specific command with the Power Gauge at P. POWER

SYSTEM DESCRIPTIONS

Sway Line System

There are two planes consisting of the Main Line in the foreground and the Sway Line in the background, and characters usually battle on the foreground's Main Line. By pushing the O Button during battle, you can jump (Sway Move) to the Sway Line in the background temporarily to avoid an opponent's attack then return back to the Main Line. There are some exceptions to this rule, however, and if you press and hold □ during a Sway Move, you can stay on the Sway Line for this period without being forced back to the Main Line. You can also use guard commands on the Sway Line.

Main Line Attacks
This is an attack you use when you're on the Sway Line and your opponent is on the Main Line using the following commands: push the □ Button to make an "Upper Main Line Attack;" push the ✕ Button to make a "Lower Main Line Attack;" and push the △ Button to make a "Strong Main Line Attack."

Sway Line Attacks
These attacks can be used when you're on the Main Line and your opponent is on the Sway Line: push the ○ Button to make an "Upper Sway Line Attack" and push the ○ Button while pushing the ⬇ to make a "Lower Sway Line Attack."

Evasion Attack
You can make attacks while avoiding an opponent's upper-body attack by pushing the □ and ✕ Buttons simultaneously. This lets you counterattack like a Break Shot (Guard Cancel) without expending Power Gauge energy.

Grand Sway (Knockdown Evasion)
Pushing the ○ Button while pressing △ just before being knocked down instantly moves you to the Sway Line to fall there then safely get up. It's an effective technique when you're cornered at the edges of the screen.

Technical Rise (Knockdown Evasion)
Pushing the ○ Button while pressing down on the any directional button (EXCEPT ⬆) right before being knocked down brings you quickly back to your feet after a back flip. Not only can you evade your opponent's attack, but you get the extra benefit of making it more difficult to get attacked as you get up.

Combination Attacks
Combination moves let you cancel a normal punch or kick attack to shift to another, and cancels can also be used with Special Moves (some Combination Attacks, however, can't be canceled). To use these, its necessary to follow the designated order of commands, pushing the punch or kick buttons (some require you to do this while pushing down on direction keys as well), and in certain instances you'll need to use a Special Move command, too.

Power Gauge
The Power Gauge in the bottom left corner of the screen increases as you use Special Moves (even if they are deflected), when you hit opponents with a normal attack, or as you guard against attacks. This gauge changes among three levels based on its amount of energy and your remaining life energy to enable you to use Guard Cancel, Super Special Moves, and Hidden Abilities by expending gauge energy. The condition of the Power Gauge continues into the subsequent round.

H. POWER - When the gauge becomes halfway full, the gauge's color turns yellow and the "H. POWER" message appears over the gauge. Hereafter you are able to use the Knockdown Evasion and Break Shot moves.

S. POWER - When the Power Gauge hits MAX, the "S. POWER" message appears above the gauge. Gauge energy subsequently drops as time elapses, and you're able to use Guard Cancels and Super Special Moves before it runs out.

P. POWER - When the Power Gauge hits MAX and the Life Gauge flashes red, the "P. POWER" message will appear above the gauge. The gauge energy subsequently drops as time elapses, and you're able to use Guard Cancels and Hidden Ability moves before it runs out.

Break Shot
This so-called "Guard Cancel" move can be used when the Power Gauge reaches or exceeds the "H. POWER" level. Entering a specific Special Move command just as you guard against an opponent's attack releases your character from the fixed guard position to use a move.

Super Special Moves
These powerful moves surpass Special Moves and can be used when the Life Gauge flashes red. You can use these even while the Power Gauge hits MAX and the "S. POWER" message appears, but after you use these moves all energy in the Power Gauge is expended. You can use Super Special Moves over and over without exhausting Power Gauge energy, however, when the Life Gauge flashes red.

Hidden Abilities
These moves exceed Super Special Moves in power and if you enter specific commands when the "P. POWER" message appears over the power gauge (when the Power Gauge hits MAX and the Life Gauge flashes red), you exhaust all gauge energy to use these moves.

CHARACTER SETUP
You can create two types of original character colors. First, select a game title using the ←→ then move to "CHARACTER NAME" and select a character using the ←→ (*1). Now select either the MAIN 1 or MAIN 2 palette (*2) and use the ←→ to select your desired color, then push the ✕ Button to confirm (at this time, pushing the R1, R2, L1, or L2 Buttons shows you the location of your chosen color). After this, manipulate the RGB bars to change the color. Select a color bar using the ↑↓ then use the ←→ to change gradations. Confirm your changes by pressing the ✕ Button and push the ○ Button to save the changes (*3). Repeat these steps above to change colors and select "EXIT" when you're through to go back to the Main Menu screen.

**1: Pushing the SELECT button when you select "CHARACTER NAME" turns all of that character's colors to their initial settings.*
**2: Pushing the SELECT button when using a palette returns its colors to the initial state.*
**3: Pushing the SELECT button with each selected color returns them back to their initial state.*

Using Original Colors
Hold down the SELECT Button when selecting a character from the character select screen. This will activate the new color scheme you created for that character.

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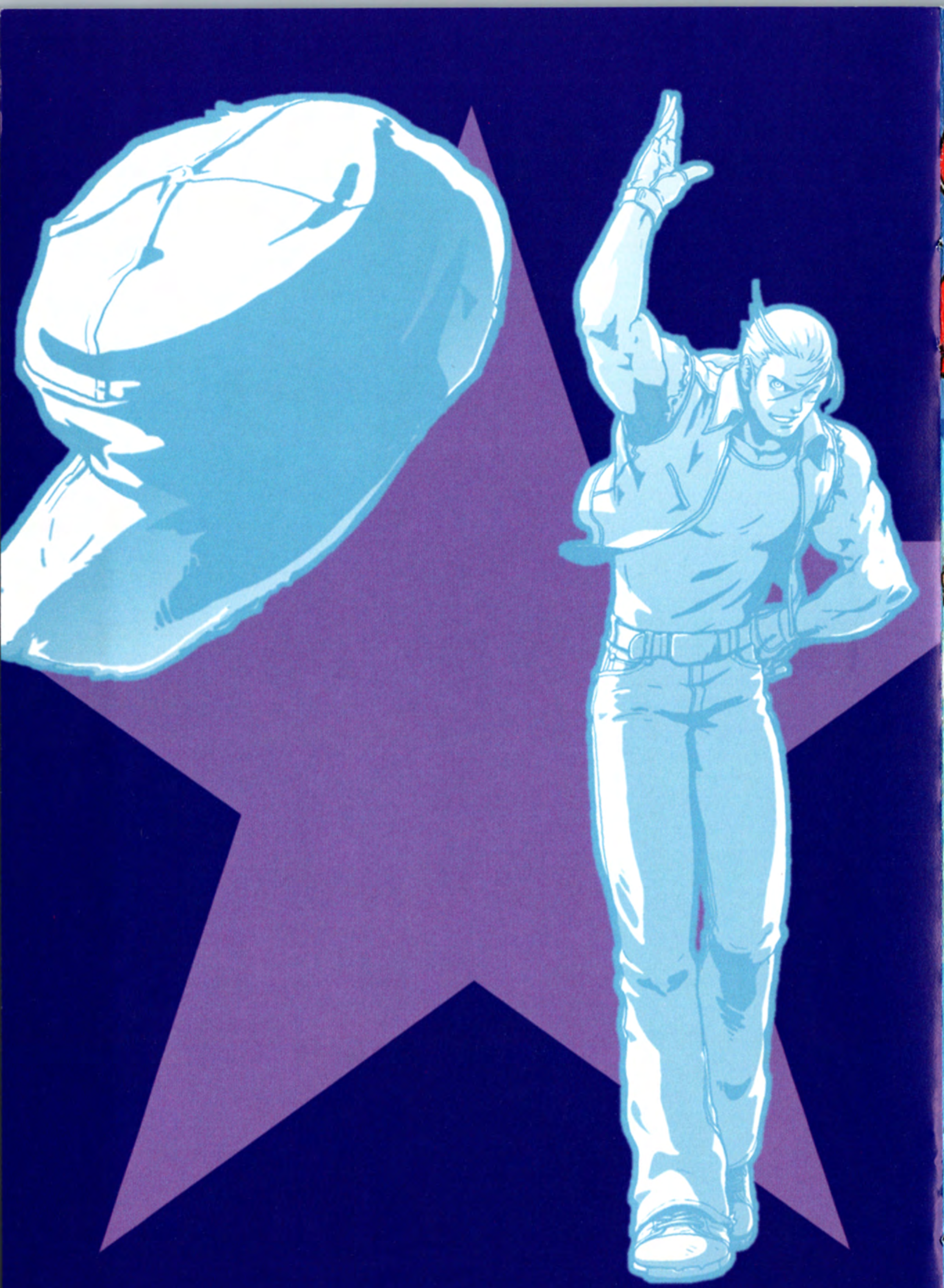

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